

PAC-MAN™

THE ULTIMATE KEY TO WINNING

- 🍒 Patterns Guaranteed To Win
- 🔑 Score Over 500,000
- 🍒 New Home Video Tips
- 🍒 Beat The Legendary "Special" Chip
- 🚗 To The Ninth Key-And Beyond



PAC-MAN™

THE ULTIMATE KEY TO WINNING

BY JOHN D. MULLIKEN

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Introduction

It seems that everyone, young and old alike, has fallen in love with this cute little creature who has an insatiable appetite for everything from cherries to keys and many a Blue Gremlin in between. For some people, PAC-MAN is as challenging as chess, for others it is as rigorous as football. One thing is for certain; it sure is a lot of fun!

A friend of mine recently told me about his latest excursion to Atlantic City, New Jersey. No, he didn't lose all his money at the tables, or even at the slot machines, but rather as he put it, "I spent \$20.00 on food, \$30.00 on drinks and \$40.00 on PAC-MAN!" Obviously PAC-MAN eats up more than fruits, dots and Blue Gremlins. He eats up our quarters! Hopefully this book will save you from such a fate.

After reading this book and studying the patterns and strategies, you should be able to curb the PAC-MAN's appetite for your quarters, while considerably increasing your scores.

For some players, these patterns will work immediately; for others it will take some practice. You should be able to run through the maze without getting stuck on the walls, otherwise a variation will occur. This is a computer game, so if you have a pattern that works for you at a given point in the game, then the next time you get to that point, it will work again, providing you do exactly the same thing. It should be noted here that the four gremlins are not running about the maze randomly or on totally prearranged patterns, but rather they are reacting to what you are doing. Therefore, you do have some control over them.

At the time of this publication, there were two types of PAC-MAN video arcade machines known to me. One type we will call REGULAR and the other type we will call ADVANCED. This book will show you patterns and strategies which will work on both types of machines. If you are as addicted to PAC-MAN as the rest of us, this book should help to save you some big bucks.

The two types of machines are cosmetically the same, except some of the patterns have been eliminated on the advanced models. There is a simple way to tell the difference between the two machines BEFORE you insert your quarter into the machine. Simply watch the demonstration pattern shown on the screen. If the PAC-MAN runs about the maze eating dots, energizers and a few gremlins, then is caught head on by the Green Gremlin near the lower left energizer, you will be

playing on a regular machine. If the PAC-MAN is caught from behind by the Yellow Gremlin, near the lower left energizer, then you are on an advanced machine. If the PAC-MAN is captured under different circumstances, then you are on a Special Chip machine (see page 38).

On the next page you will find a conversion chart to show which pattern you are actually on when playing an advanced machine. Study the chart and note the mazes where the gremlins stay edible for less than two seconds. I strongly recommend against trying to eat gremlins at this point, unless it is an eat or be eaten situation.

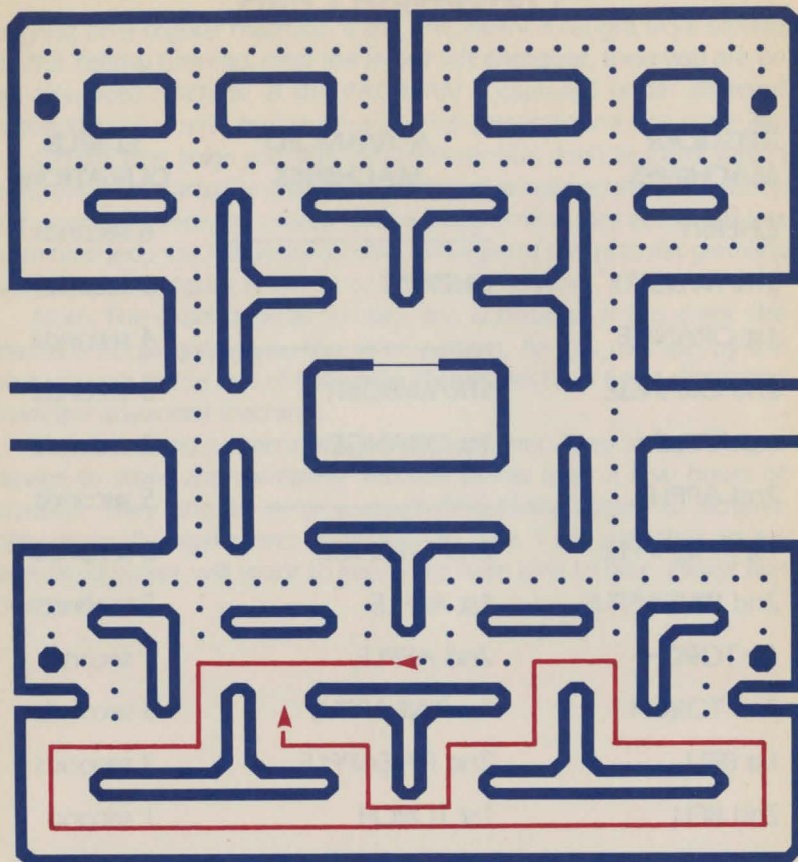
Note: The chart stops at 9th Key; this is because at this point, the machine keeps giving you the same pattern. As you can see, by the time you get to the end of the game, five mazes have been eliminated from the advanced machines.

The following patterns are proven winners. They should help a novice to score approximately 100,000 points after a few hours of practice. They should help a good PAC-MAN player to achieve phenomenally high scores in almost no time. I am sure that an experienced player will want to improvise from time to time. Please feel free to do so.

Conversion Chart

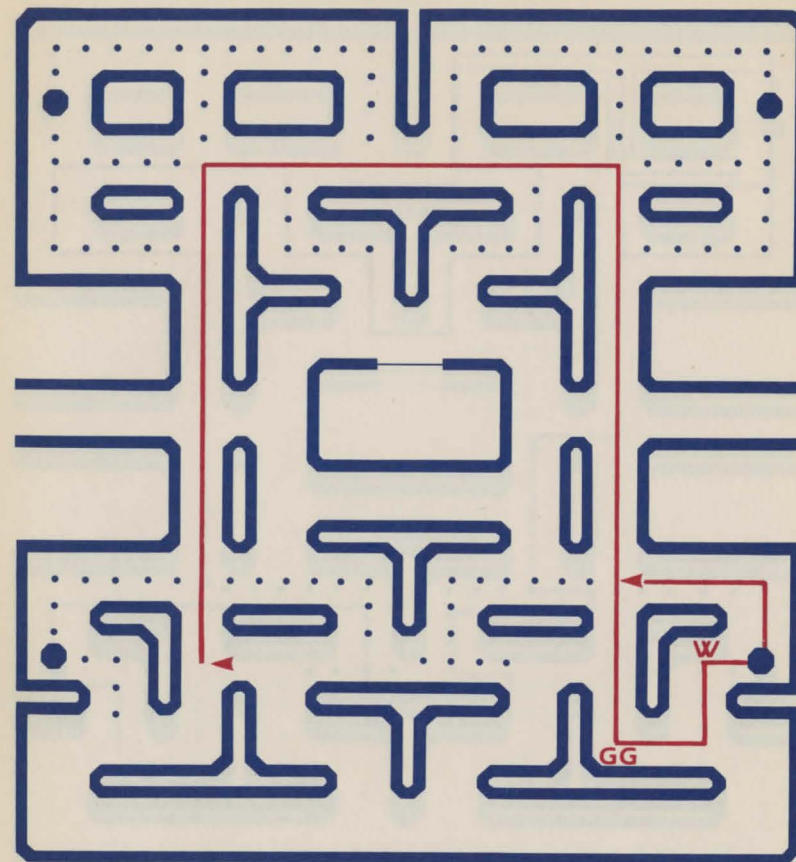
REGULAR MACHINES	ADVANCED MACHINES	EDIBLE DURATION
CHERRY	_____	6 seconds
STRAWBERRY	CHERRY	5 seconds
1st ORANGE	_____	4 seconds
2nd ORANGE	STRAWBERRY	3 seconds
1st APPLE	1st ORANGE	2 seconds
2nd APPLE	_____	5 seconds
1st PINEAPPLE	2nd ORANGE	2 seconds
2nd PINEAPPLE	1st APPLE	2 seconds
1st TORCH	2nd APPLE	1 second
2nd TORCH	1st PINEAPPLE	5 seconds
1st BELL	2nd PINEAPPLE	2 seconds
2nd BELL	1st TORCH	1 second
1st KEY	2nd TORCH	1 second
2nd KEY	1st BELL	3 seconds
3rd KEY	2nd BELL	1 second
4th KEY	1st KEY	1 second
5th KEY	2nd KEY	0
6th KEY	3rd KEY	1 second
7th KEY	_____	0
8th KEY	_____	0
9th KEY	4th KEY	0

Figure 1



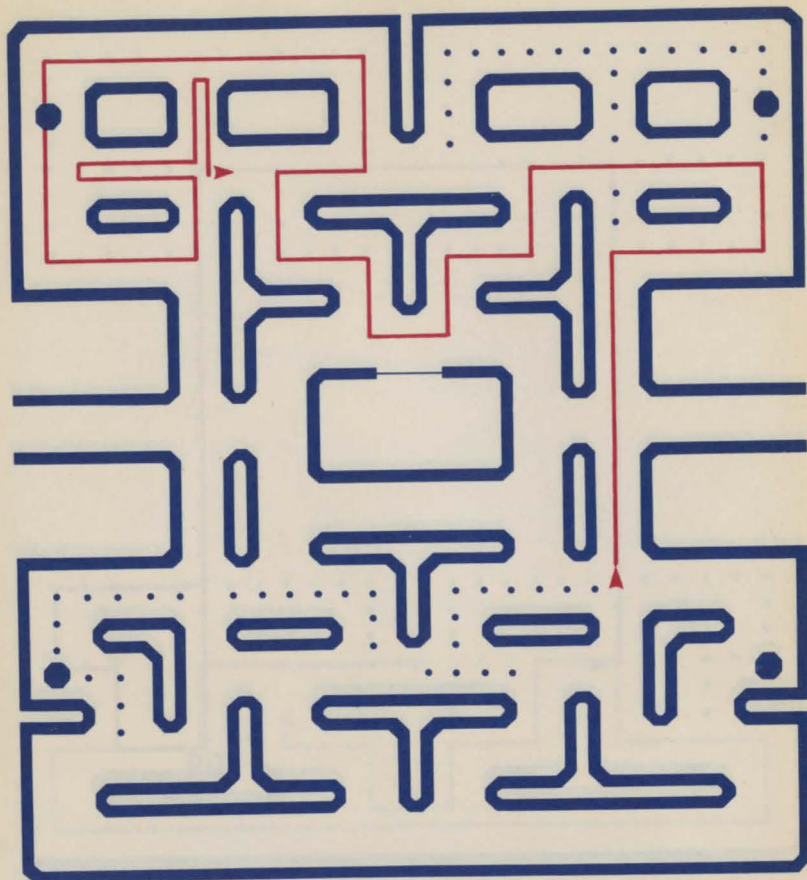
Just follow the red lines and try not to get stuck on the walls. The beginning and the continuation points are marked with arrows to make the patterns easier to follow.

Figure 2



FIRST PATTERN

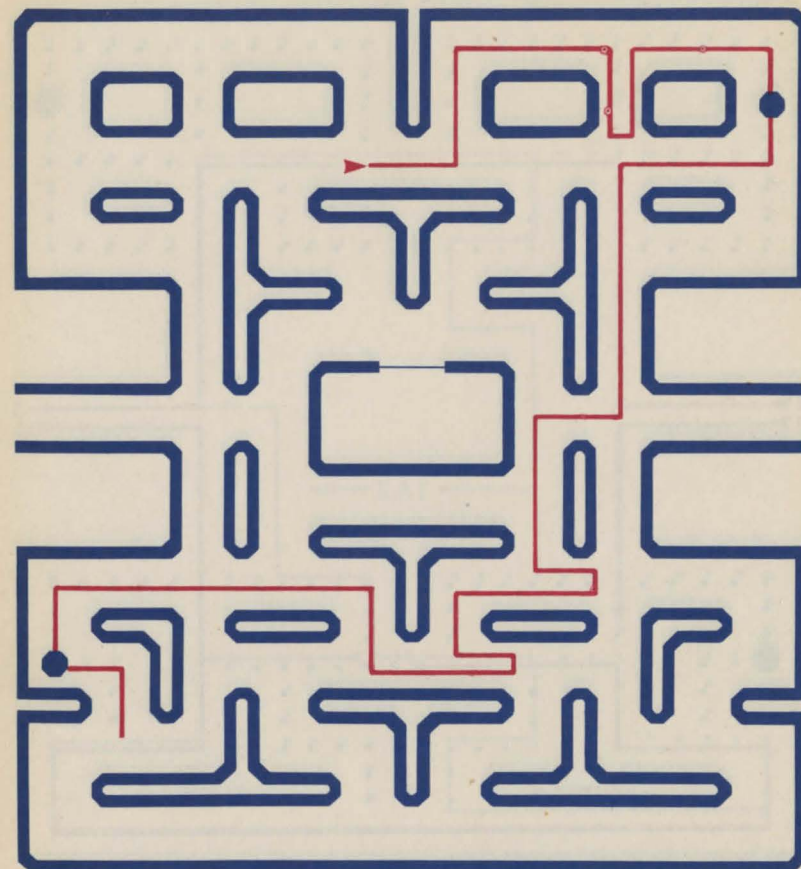
Figure 3



Follow the pattern around until you get to the upper left energizer. At this point you can wait till the gremlins get close, then eat the energizer and go for them. Happy hunting! Be sure to clean up your remaining dots in this area, so don't go too far out of your way.

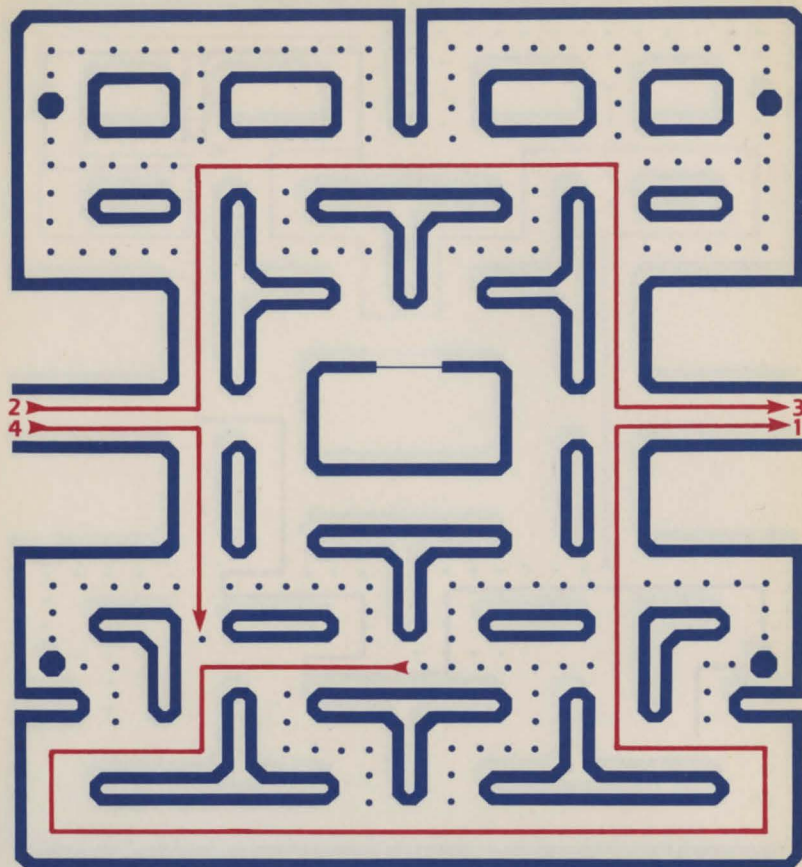
FIRST PATTERN

Figure 4



The rest of this pattern is very easy, just proceed to follow the pattern over to the upper right energizer and run through it as shown. If you are a beginner, I do not recommend eating Blue Gremlins at this point, unless of course they are in your way. Follow the pattern down to the lower left energizer and wait for the gremlins to get close, then eat the energizer and go hunting. Be sure to leave at least one dot so that you can go hunting, but even more importantly, be sure that you don't go too far out of your way. You still have a few dots to clean up. It doesn't pay to be greedy at this point!

The Suicide Square Pattern FIRST PATTERN

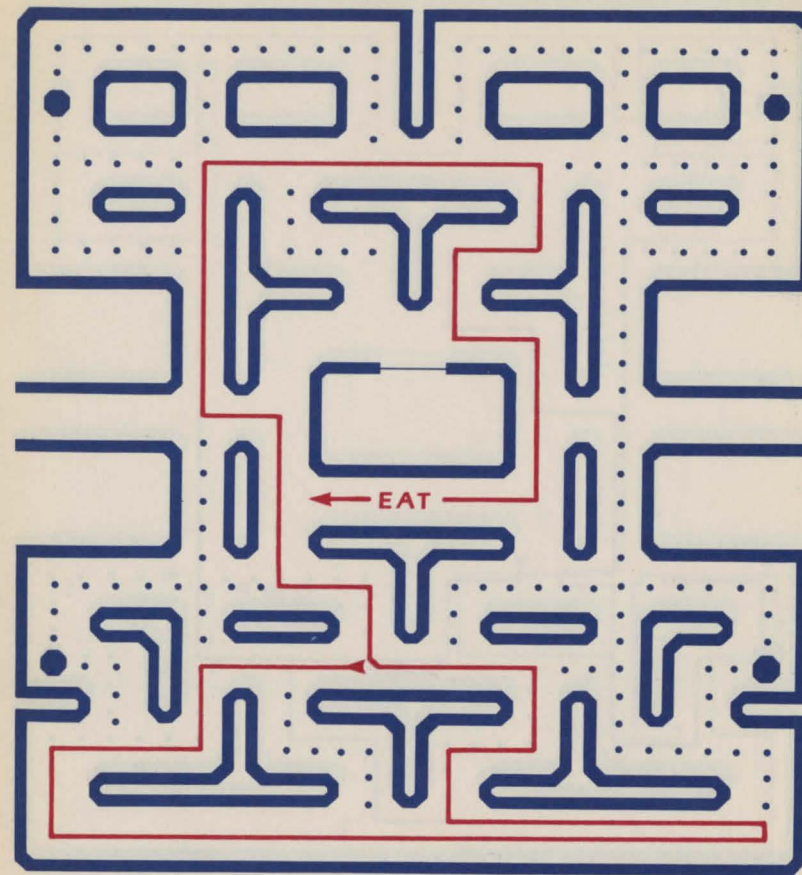


This is an alternate first pattern and should only be used by an experienced player who does not get stuck on the walls. If you are able to run this pattern safely the rewards are great. If you do make a mistake you will know it, because the Red Gremlin will catch you head-on just before you make a hard right through the tunnel.

Simply follow the pattern. You will exit at arrow #1 and enter at #2 and again exit at #3 and enter at #4, then go straight down till you hit the barrier. Wait until they get close, then run through the energizer and eat them from above . . . 3,000 points! I'll leave the remainder of the pattern up to you.

The Gremlin Gorge Pattern SECOND PATTERN

Figure 1

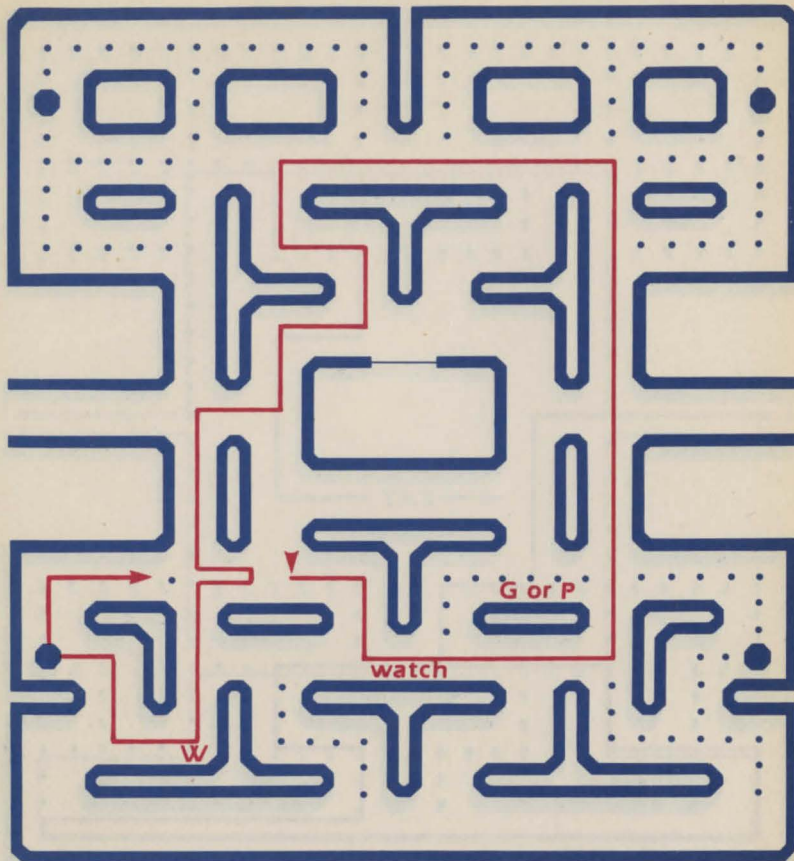


This second pattern is run on the Strawberry and both Orange mazes. Remember, you will start with this pattern on an advanced machine because they have eliminated the first pattern.

Follow the pattern as shown; when you get to the end of the lower straightaway, turn around immediately and proceed with the pattern. Note: It will appear that the Yellow Gremlin has you trapped, but he will turn around.

SECOND PATTERN

Figure 2

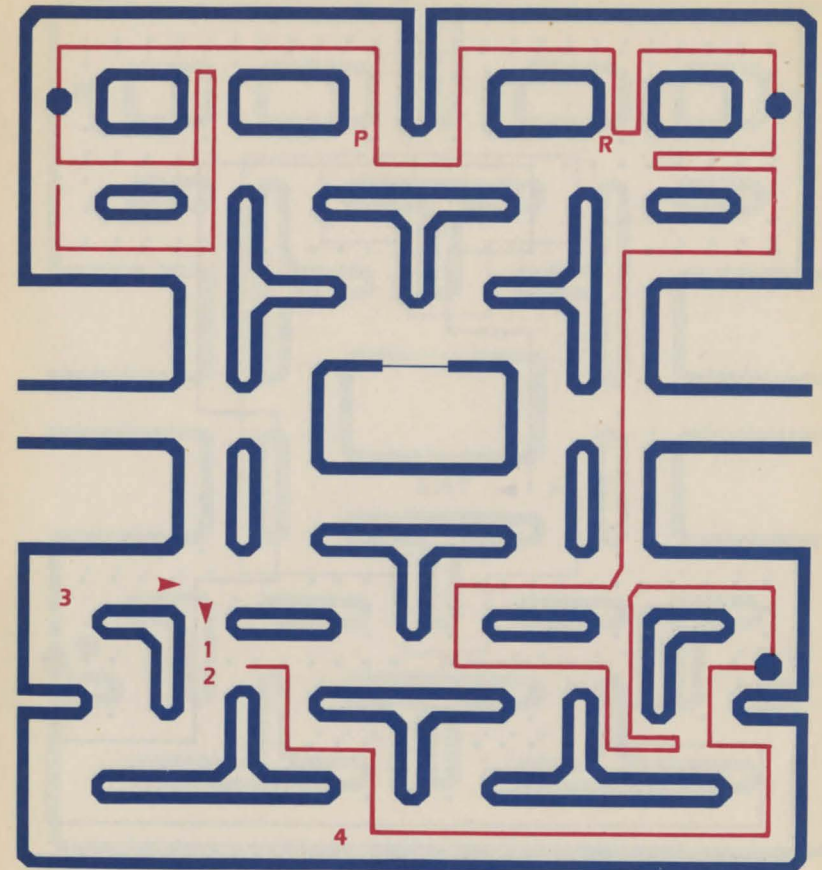


After eating the fruit, proceed with the pattern. Be careful to watch out for the Green or Pink Gremlins. If they are above and behind you, then proceed as shown. Caution! If either gremlin is coming toward you from the barrier labeled "G or P," then you must go around the barrier labeled "WATCH" and run along the bottom and up the right side, thus getting back on the pattern. There is usually no need to eat the lower right energizer, so don't.

Proceed along the pattern as shown. Be sure to wait for the gremlins to get very close at point "W" and then run through the energizer. Note: If you had a Green or Pink Variation, then do not wait at point "W." Run through the rest normally.

SECOND PATTERN

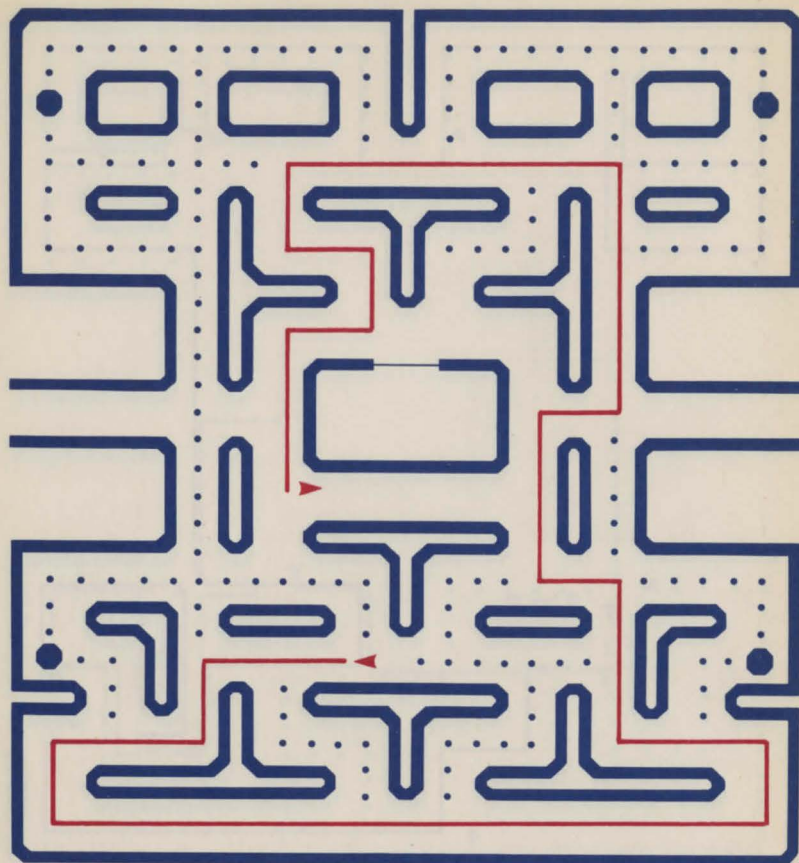
Figure 3



After eating the energizer, you should run through and eat the Blue Gremlins from above. With a little practice, you should be able to get four gremlins almost every time on Strawberry and first Orange. You may be lucky enough to get them in one bunch, but if not, I have noted a common pattern. Just go after them in this order. Note: #4 will come up to you.

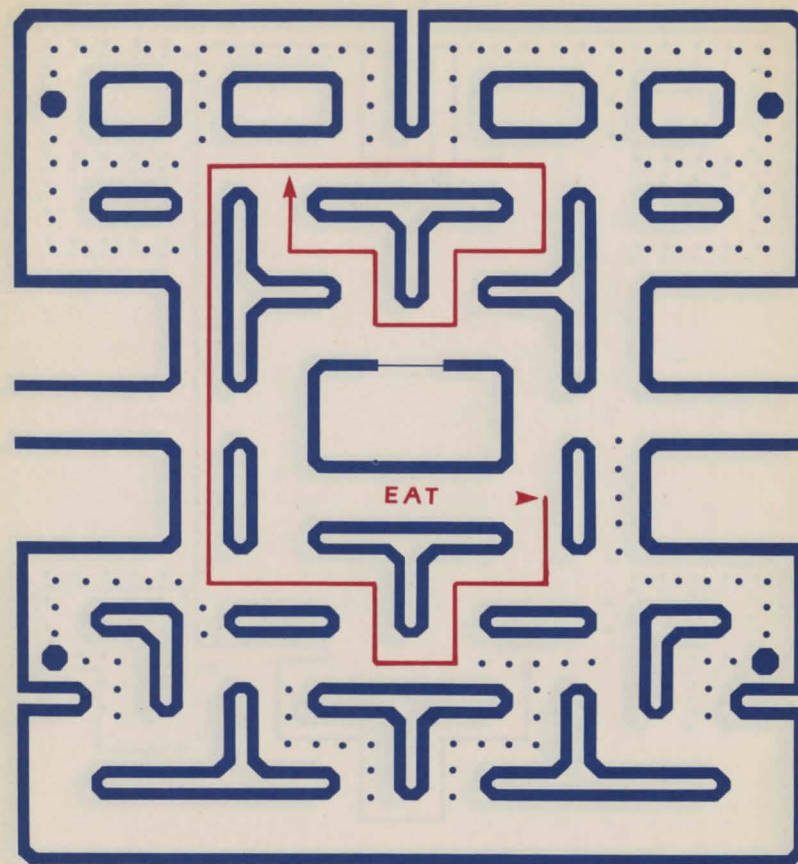
After gorging yourself on gremlins, proceed with the pattern. Run through the next energizer without delay and clean up the rest of the dots as shown. Note: If you are a little behind schedule, then you may have a close encounter with the Red or Pink Gremlins at points "R" and "P" so don't run blindly.

Figure 1



Run through this pattern carefully, do not get stuck running into the walls or a Variation will occur. As you proceed across the bottom straightaway and start to go up the right side of the maze, you will notice the Green Gremlin coming at you; ignore him, he will turn around, so DO NOT HESITATE!

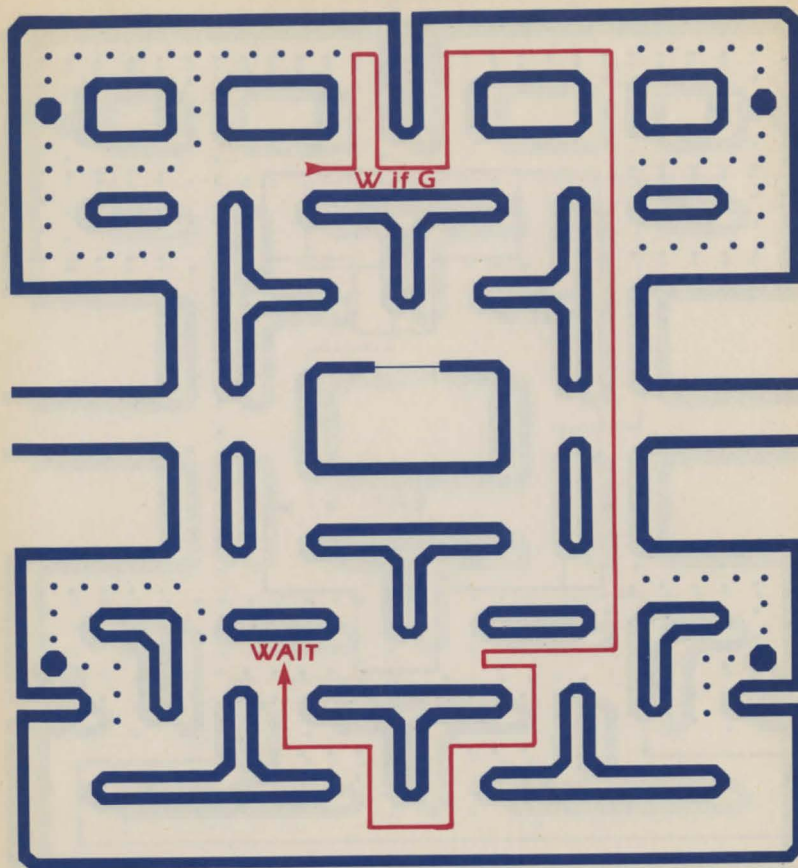
Figure 2



Note: If you are a very talented PAC-MAN player, you may want to try a more greedy pattern from time to time. See page 21.

THIRD PATTERN

Figure 3



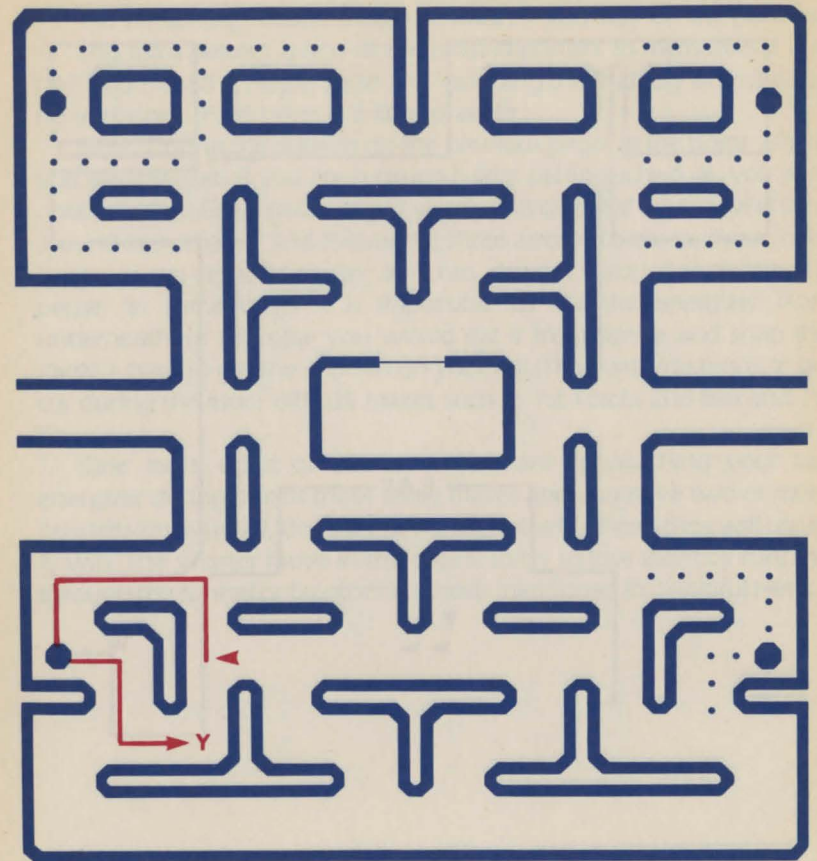
Proceed up the corridor and back down again continuing the pattern without any pauses.

Note: If after coming down the corridor (shown with double red lines) you see the Green Gremlin approaching you from the right side of the maze, then you should wait at point "W" until he goes up the corridor in front of you. (This is the one you were to have taken.) In this rare variation, all you need to do is go straight across until you pick up the pattern again and go down the right straightaway as usual.

Follow the pattern around the bottom T until you hit the barrier labeled "WAIT."

THIRD PATTERN

Figure 4



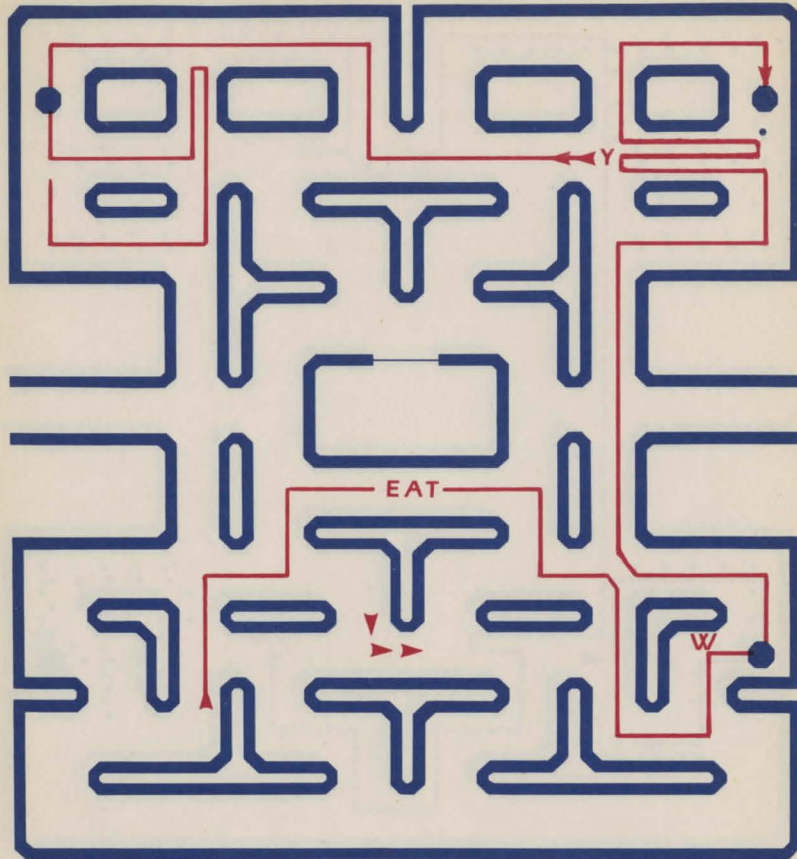
Normally you should hit this barrier at approximately the same time the Yellow Gremlin does; if so, wait until he passes by and proceed with the pattern.

Note: If you have to wait a few seconds for him to hit the barrier, when he does reach it, you should circle the barrier from the right and continue with the pattern. If the Yellow Gremlin has already hit the barrier and is at the bottom of the maze, then proceed to run the pattern without pause until you get to the lower right energizer.

Continue the normal pattern. You should pause just before you eat the lower left energizer to allow the Yellow Gremlin to get to point "Y." This will enable you to eat him. If you miss, don't chase him.

THIRD PATTERN

Figure 5



Proceed through the pattern until you get to point "W." You should wait here until the Red Gremlin gets to the mouth of the opening below you. At this point you should eat the energizer and proceed with the pattern. Do not chase the Red Gremlin. When approaching the upper right energizer, you will notice the triple thick path. Eat up to the end of it and double back if the Yellow Gremlin is at the point labeled "Y;" then after he passes by, continue on the pattern. When the Yellow Gremlin is not there, just follow the pattern as if the triple line was only a single line. In either case, after you eat the upper right energizer, you should pick up the pattern at the double arrow.

The remaining section is easy to finish if you stay on the pattern.

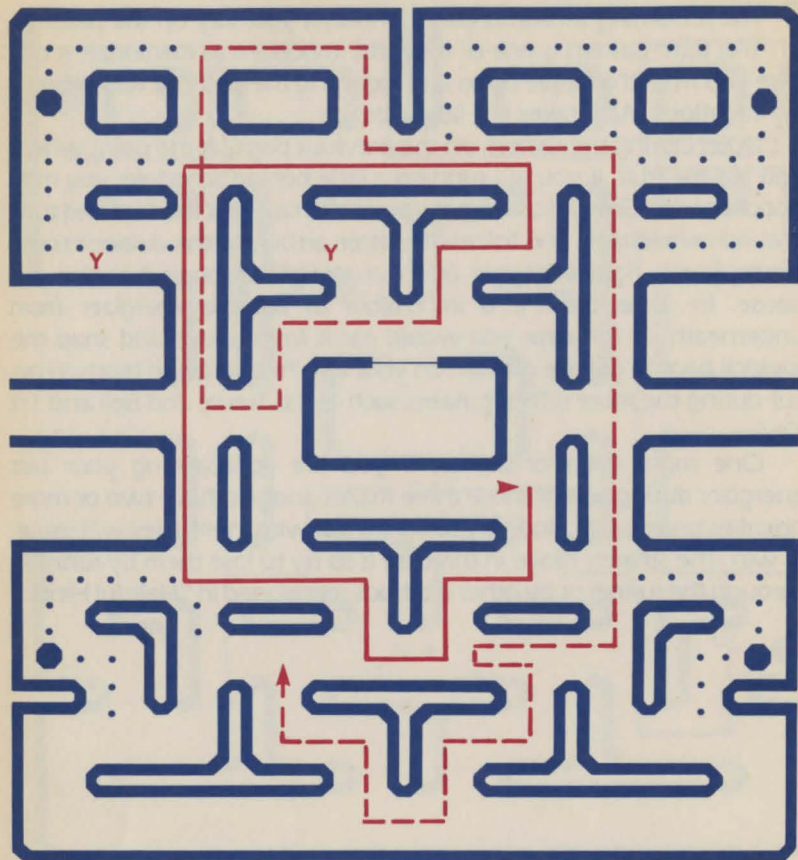
This third pattern is one of the most important to memorize. It can take you from the Apple up to and including the 2nd Key with little or no variations. All it takes is a little practice.

Note: During the pattern on the previous page, at the point where you ate the fruit, if you are running a little behind schedule, you may notice the Red Gremlin coming at you. In this case, eat the fruit and turn around immediately and follow the three arrows to the quickest route to the lower right energizer and run straight through it without a pause. In some cases it is impossible to eat the energizer from underneath, in this case you would eat it from above and snap the joystick back to get the gremlin on your tail. This variation tends to occur during the more difficult mazes such as 1st Torch, 2nd Bell and 1st Key.

One more tidbit of advice, if you are approaching your last energizer during one of those three mazes and you have two or more gremlins on your tail, don't try to fight it out with them; they will usually win. The smarter move in this case is to try to lose them by running through the tunnel or by other methods mentioned in "Helpful Hints."



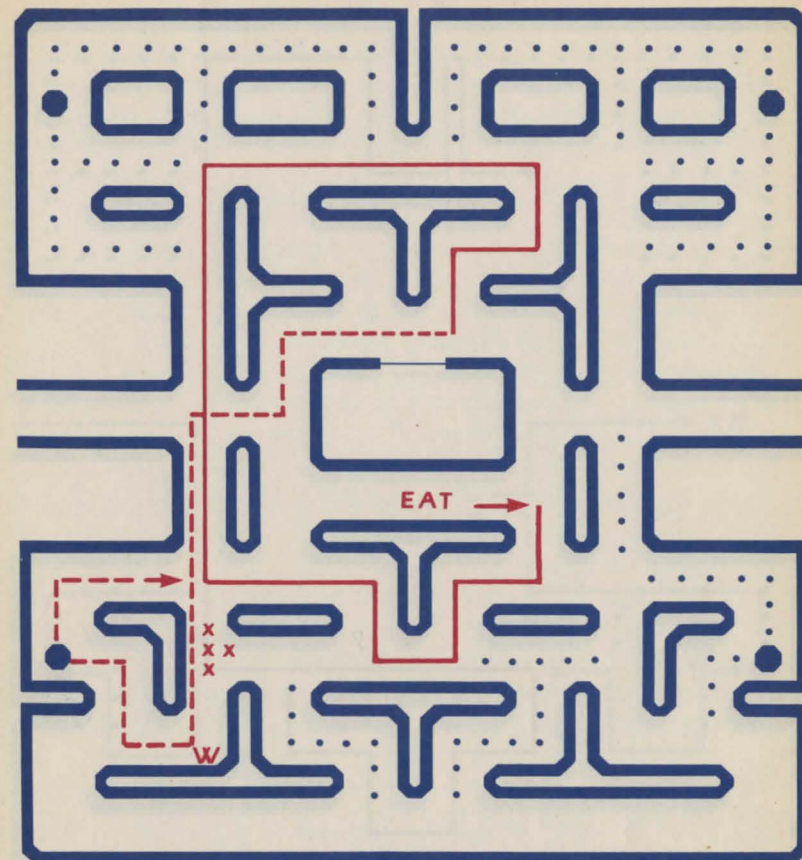
THIRD PATTERN Yellow Variation



This Yellow Variation is common when you first start to use the third pattern, because it is caused by getting stuck on the walls early in the pattern. Practice will help eliminate this variation.

When a Yellow Variation occurs, the Yellow Gremlin is usually found at the points labeled "Y." The new path you should take is shown by a dotted red line. This should take you safely back on the pattern; then you can continue normally.

THIRD PATTERN Greed Variation

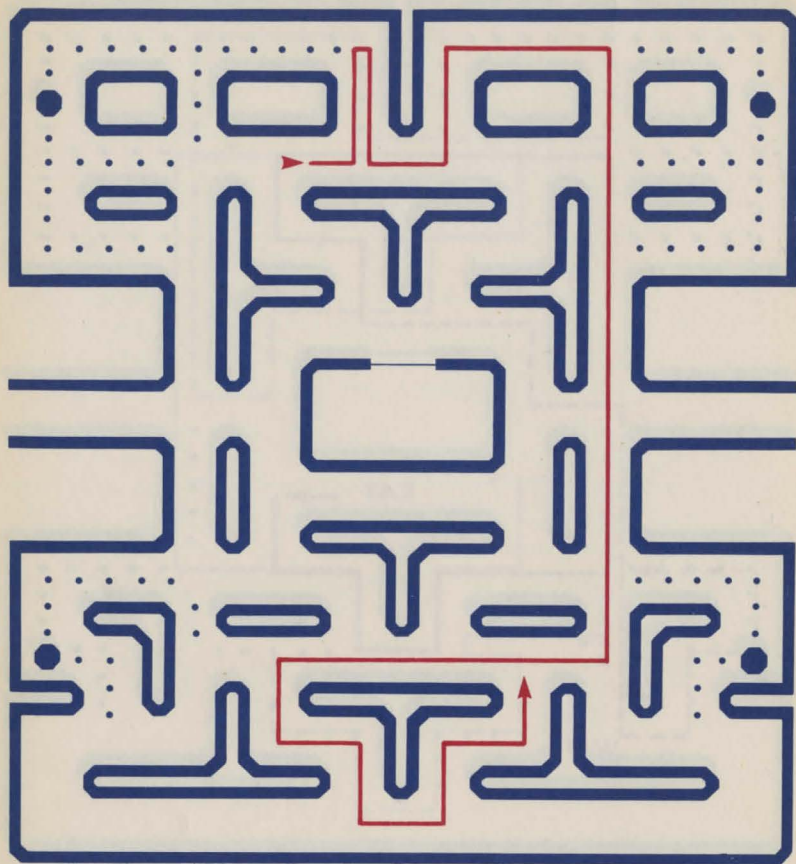


This optional greed pattern is recommended for 2nd Apple and 2nd Torch on regular machines (1st Pineapple on advanced machines). It can be used by a very good player on all third pattern mazes, with the exception of 1st Torch, 2nd Bell and 1st Key.

We will pick up the third pattern at Figure 2. The Greed Variation is shown in a dotted red line. Be sure to wait at point "W." You should let the gremlins get very close, then run directly through the energizer and eat them from above. With practice, you should be able to get all four of them in the area labeled with the "X's." The rest of the pattern is up to you. Happy hunting!

The Right Tunnel System FOURTH PATTERN

Figure 1

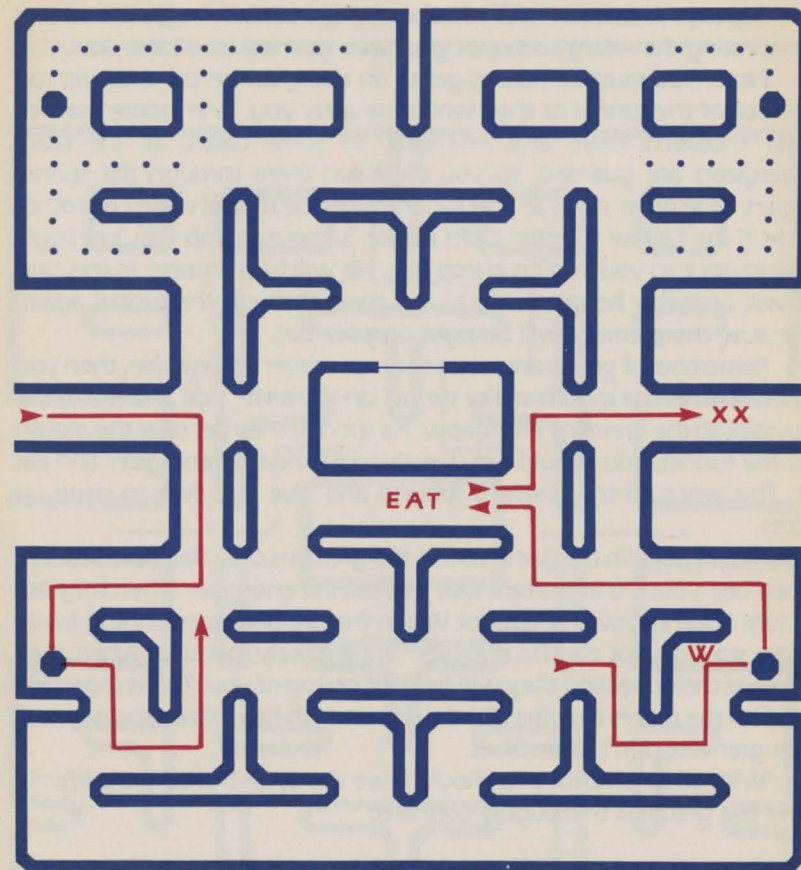


The next pattern you will learn will take very little memorization, because it is identical to the third pattern until a variation two-thirds of the way through it. This brings us to the fourth pattern, which starts at 3rd Key (2nd Bell on advanced machines). It is run at 3rd, 4th and 6th Key mazes (2nd Bell, 1st and 3rd Key mazes on advanced machines).

We pick up the third pattern at Figure 3. This fourth pattern is identical to it, up to this point. Proceed along the pattern until you get to the bottom T. Here you will notice the difference. You must go across the top of the T and up around the other side (this will help you to avoid the Red Gremlin).

FOURTH PATTERN

Figure 2



Proceed with the pattern until you get to point "W." At this point, wait until the Green Gremlin gets to the mouth of the opening below you, then eat the energizer immediately and proceed with the pattern.

Eat the key, then turn around and head for the tunnel. When you get to the point labeled "XX," you should shake the joystick until you get a gremlin or two to follow you. At this point, this pattern becomes a system. As soon as the gremlins get near the mouth of the tunnel, you should run directly through (making sure that they are following). When you get to the other side, go directly for the nearest energizer that does not have gremlins guarding it and eat it immediately. The gremlins that were following you should turn around, thus giving you time to clean up the dots in that area.

Repeat this sequence of running the gremlins through the tunnel and eating the energizers until you have cleaned up all the dots.

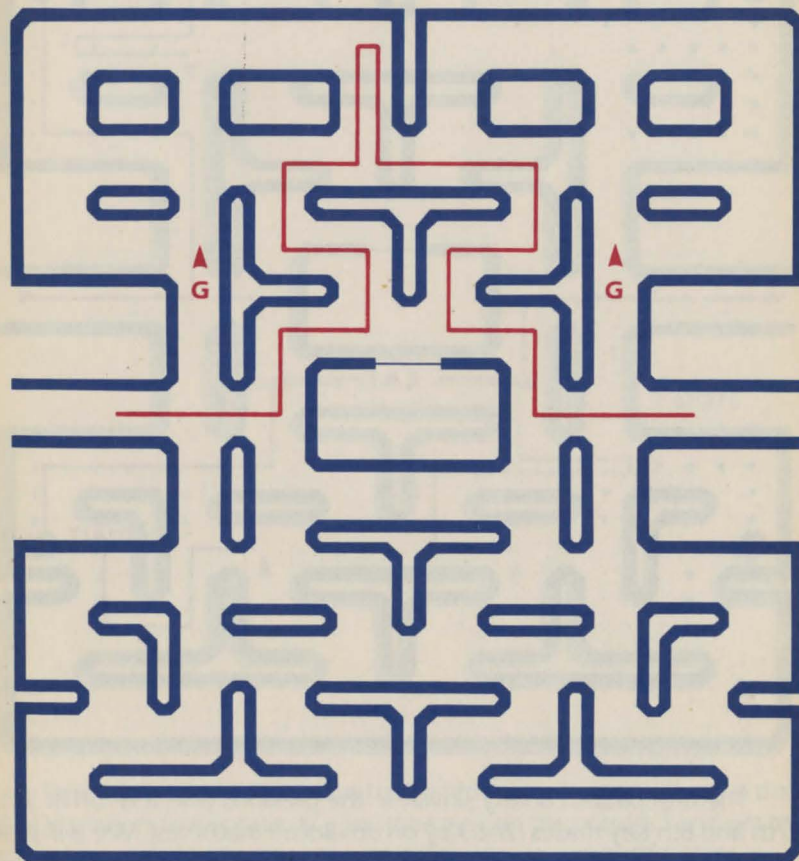
Note: You must be able to get to an energizer before they get too far out of the tunnel or they will come after you. With some practice you shouldn't have any problems. In some cases, all the close energizers are guarded, so you must run them through the tunnel again. One other note, as you run through the tunnel watch the other side. If the Yellow Gremlin looks like he is about to trap you, just jiggle the joystick so you don't run into him. He will turn around. In this case it will probably be necessary to run them through the tunnel again, because the gremlins will be right on your tail.

Remember, if you want to get to an energizer on one side, then you should go to the mouth of the tunnel on the other side and shake the joystick so the gremlins will follow. As soon as they get near the mouth of the tunnel, you should run directly to the nearest energizer and eat it. This will turn the gremlins around and give you time to clean up dots.

At this point in the game where the gremlins only flash a few times, then bite you, it is important that you eat the energizer when they are a safe distance away. Caution! When the gremlins are running away from you, do not eat the energizer immediately, because when they change their direction they will be right on top of you. This is especially true on the mazes to come. On the 5th and 7th Key mazes and beyond, the gremlins don't even blink.

With some practice you should have this system working perfectly and the gremlins thoroughly confused.

Notice how the Gremlins (shown as "G") must come up the side straightaways, because they cannot go up the T in front of their den.



Above, I have shown a partial pattern which should be useful when you are scrambling and trying to get the gremlins off your tail or trying to get them together so they will follow you through the tunnel. They are unable to go up the T above their den (except when flashing or blue). This is good to know, especially when you have one on your tail. By giving them a fake as if you are going up the upper corridor, you usually lead all the gremlins up the side straightaways. You can then shoot down the T and out the tunnel. This technique is also useful when you want to lead the gremlins up top so you can clear a few dots on the lower part of the maze.

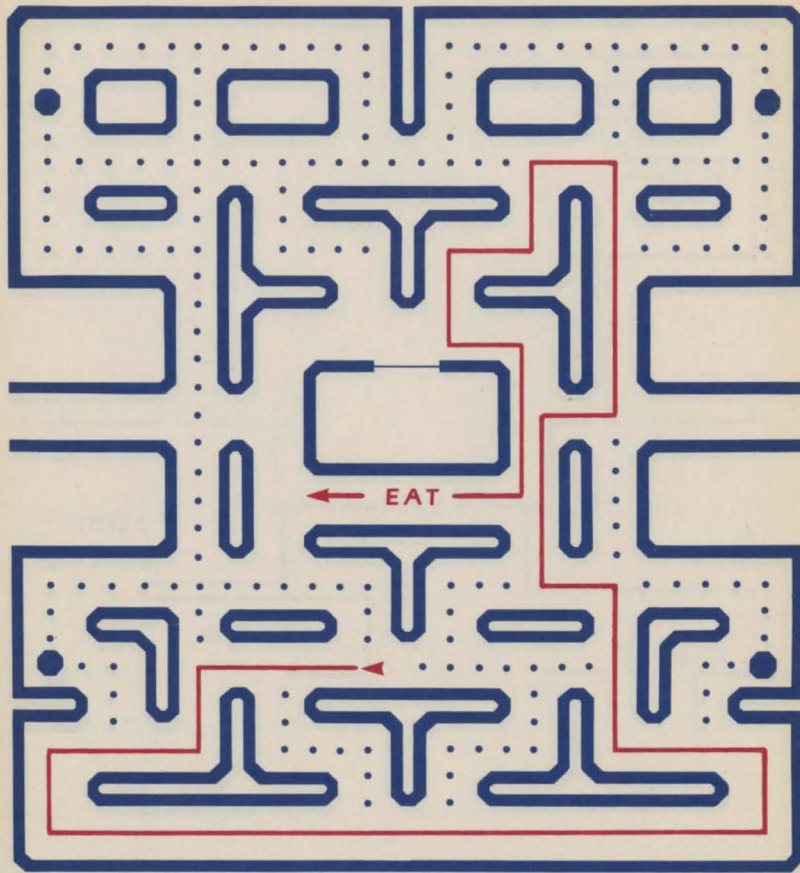
A complex maze puzzle with a red path. The path starts at a dot in the top right, goes left, then down, then left again, passing a 'W' label. It then goes down, left, and up, passing an 'EAT' label. From there, it goes left, then down, then left, passing a 'WAIT' label. The path ends at a dot in the bottom right. The maze is composed of blue lines on a light background.

26

27

The Forever Pattern 9th KEY PATTERN

Figure 1



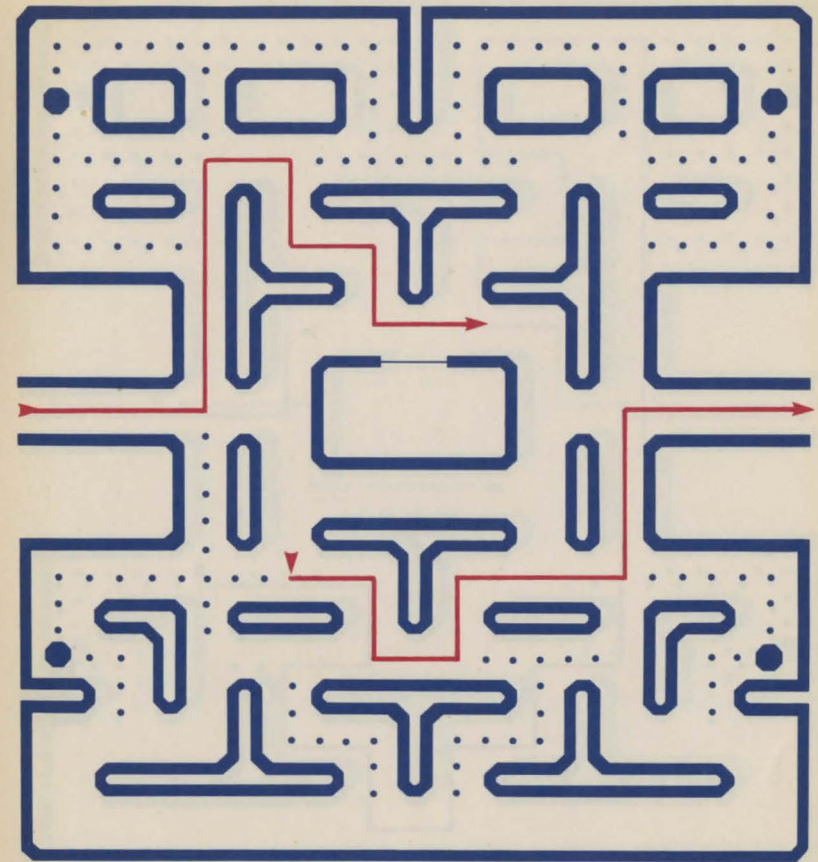
At this point you have all but conquered the machine. This final pattern will enable you to do just that. During the 9th Key pattern (4th Key on advanced machines), you will notice some radical changes. First, your PAC-MAN is moving slower than on the previous patterns and the gremlins are moving just as fast as ever. At this point in the game, the gremlins are between 20 to 40% faster than the PAC-MAN, who is even slower when eating dots. Another change you will notice is that all the gremlins seem to have gotten smarter. Even the Yellow Gremlin is dangerous at this point.

This pattern must be run correctly, without hesitation. Remember: He who hesitates is lost! If you are talented enough to get to this point in the game, that usually isn't a problem.

Simply run through the pattern as shown and do not be alarmed by the speed of the gremlins.

9TH KEY PATTERN

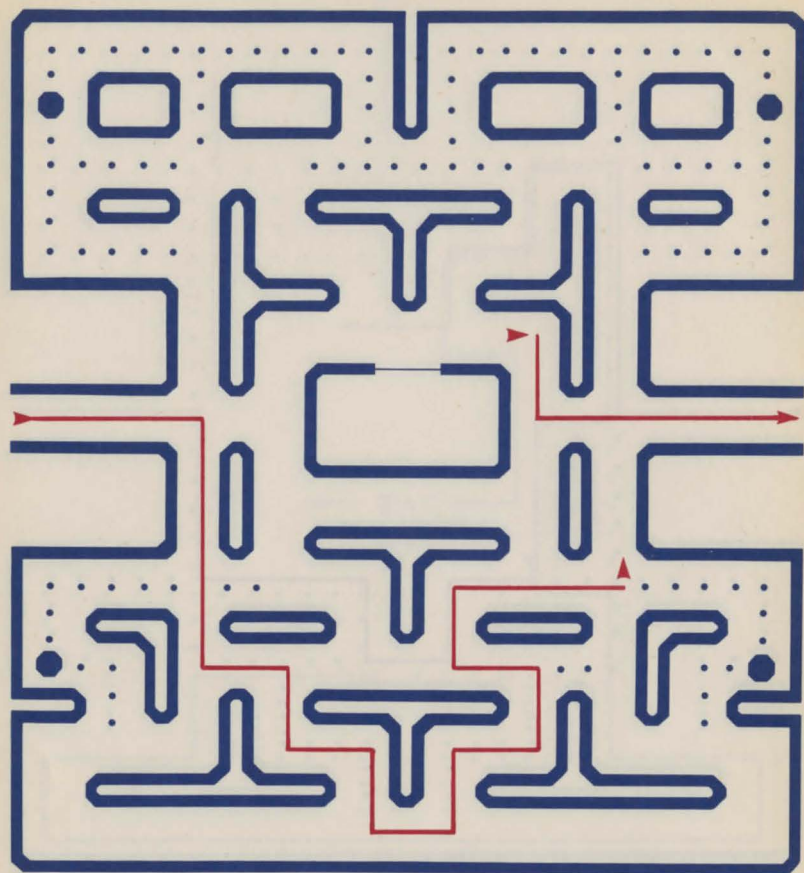
Figure 2



Continue the pattern and run directly through the tunnel without hesitation. The Red and Green Gremlins should both follow you through the tunnel.

9TH KEY PATTERN

Figure 3

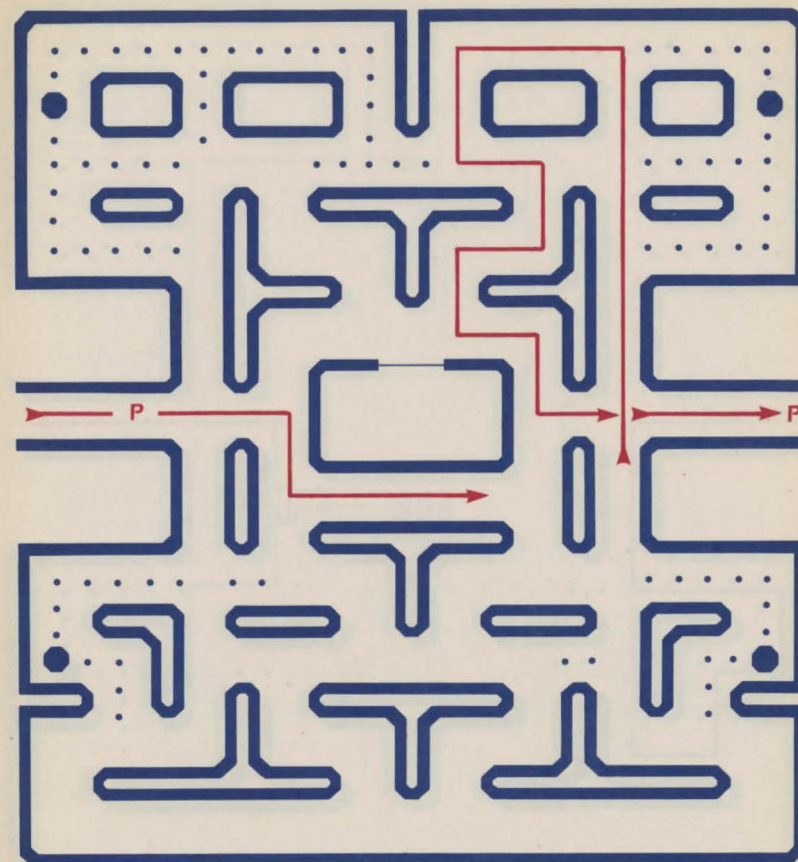


Continue the pattern without pause. This looks like a good place to mention the method for cleaning up dots should you make a mistake in the pattern. Use the tunnel and the T in front of the gremlins' lair to your best advantage. Try to lead two or three gremlins into the tunnel, then go immediately to the nearest energizer, eat it, and pray that the gremlins turn around and go back through the tunnel so you can clean up dots.

If you loose a man at this point, you should make use of the time it takes the gremlins to leave their lair by cleaning up dots in dangerous areas. I strongly recommend avoiding the tunnel until the Green Gremlin is out of the lair or he will invariably trap you.

9TH KEY PATTERN

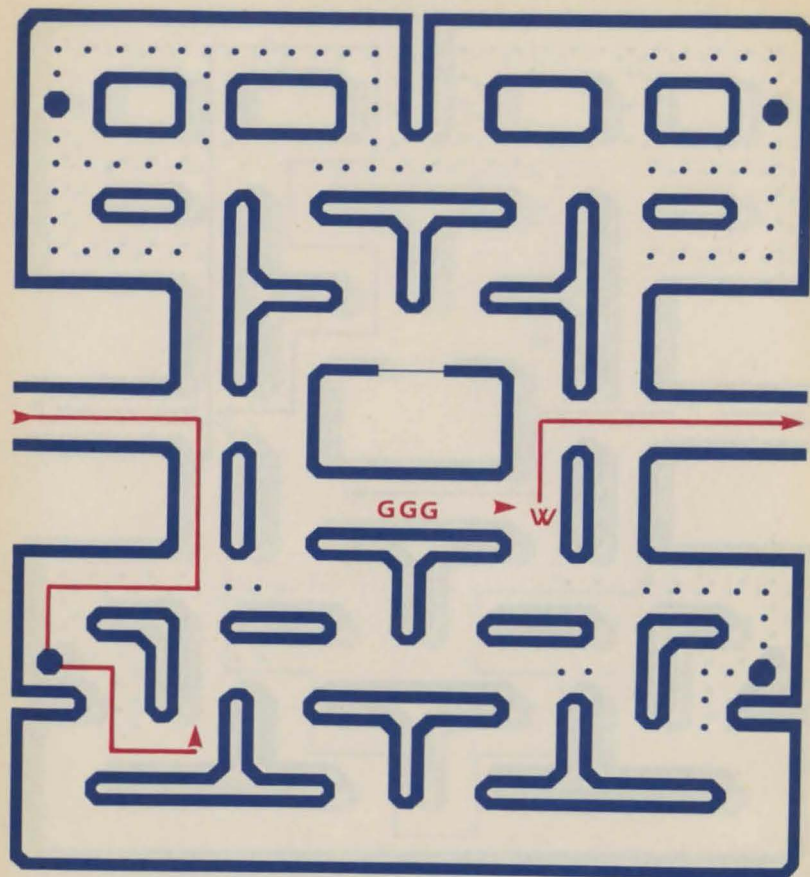
Figure 4



Continue the pattern without pause until you get into the tunnel at point "P." Here you should ease the joystick back briefly so all of the gremlins on your tail will follow you through the tunnel. Remember: Do not shake the joystick vigorously, but rather just ease it back and forth so as to pause for approximately 1/2 second, then go directly through to the other side. The timing is not critical just so long as the Red, Green and Pink Gremlins follow you. As you come through the tunnel on the other side, you will notice that the Yellow Gremlin is coming directly at you. This is normal; just ease back on the joystick briefly so as to avoid him and continue the pattern. Remember: HE WILL TURN AROUND! So don't panic.

9TH KEY PATTERN

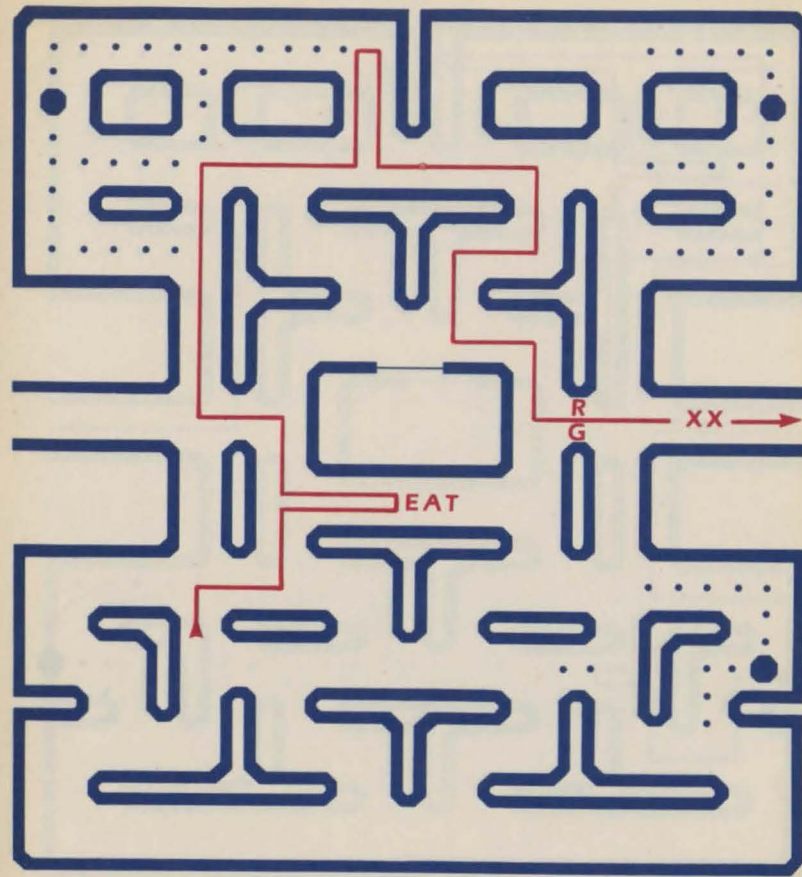
Figure 5



Once you reach point "W" you must wait for the three gremlins which are following you to get a little closer (this is so you can lead them through the tunnel again). You should wait until the gremlins are in the position shown, then run directly through the tunnel and continue the pattern without pause.

9TH KEY PATTERN

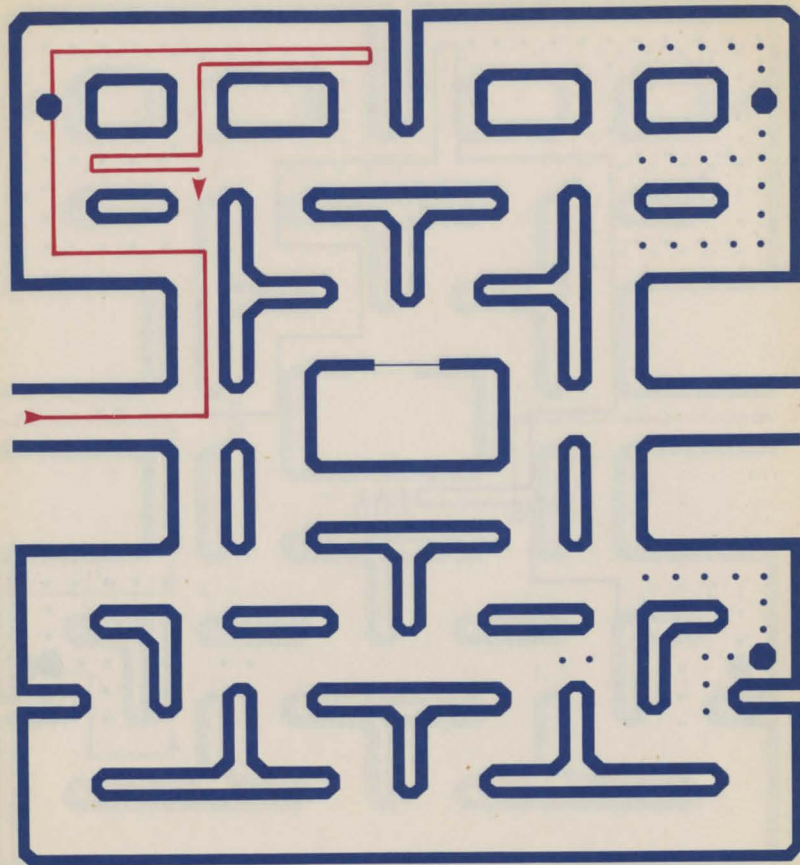
Figure 6



Proceed with the pattern and eat the key, then immediately reverse your direction and continue the pattern. When you get to the point in the tunnel labeled "XX" you should shake the joystick vigorously back and forth, so as to stand still, until the Red Gremlin gets to the space between the barriers labeled "R" and "G" (for Red Gremlin), then you should run directly through the tunnel.

9TH KEY PATTERN

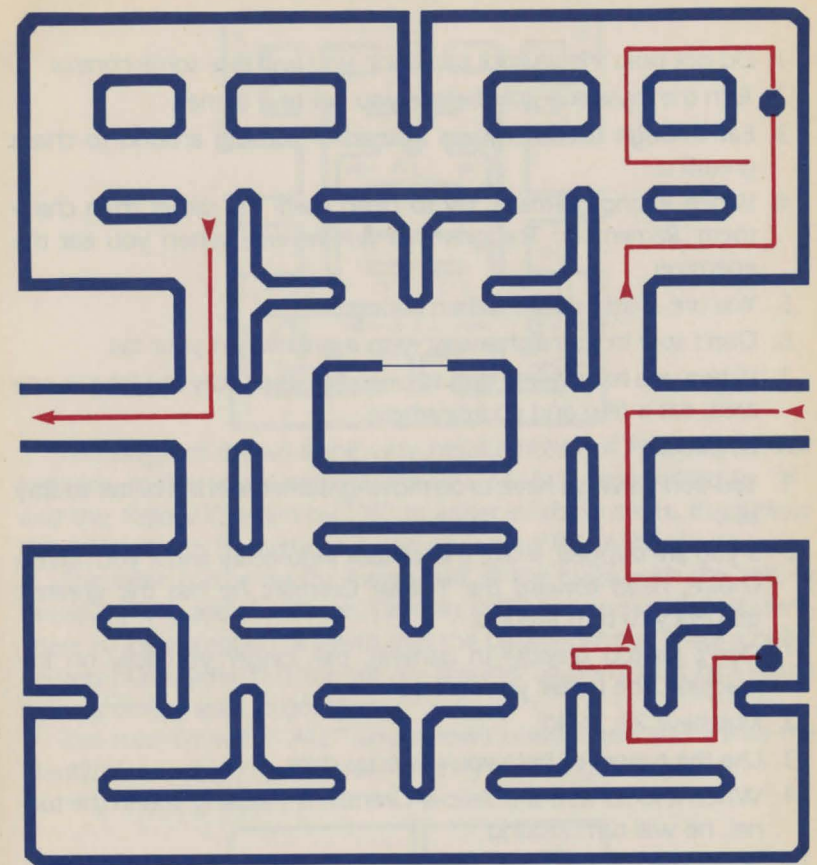
Figure 7



Proceed with the pattern as shown. It is very important that this pattern, in the upper left corner, is run without pause.

9TH KEY PATTERN

Figure 8



You should continue this pattern and exit through the left tunnel. As you exit, it may be necessary to shake the joystick briefly to get the gremlins to follow, then run directly through the tunnel and continue as shown.

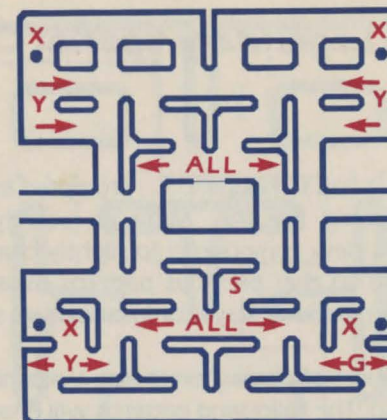
My 9th Key pattern is very safe and predictable when it is run correctly. It is so safe that on many occasions, I have racked up over a half million points on my first man. At this point, I would like to thank my friend Dan, who is a topnotch PAC-MAN player, for letting me borrow his partial 9th Key pattern, which I later perfected into this pattern.

After a little memorization and some practice, this pattern will become easy. When you have mastered it congratulations are in order, because you have literally BEATEN THE MACHINE! You will join the ranks of the top PAC-MAN players in the country. GOOD LUCK!

Helpful Hints, Tips, and Observations

1. Do not hold the joystick too tight, you will lose some control.
2. Turn the joystick a little before you get to a corner.
3. Eat through the energizers instead of turning around to chase gremlins.
4. When eating gremlins, try to head them off rather than chase them. Remember: The gremlins will reverse when you eat the energizer.
5. You are a little slower when eating dots.
6. Don't stay in a straightaway with a gremlin on your tail.
7. When you have many dots to clean up, don't stay too long in one area; eat a few and go elsewhere.
8. Be patient.
9. You don't always have to be moving, sometimes it is better to stay still.
10. If you are trapped, shake the joystick vigorously and if you have a choice, head toward the Yellow Gremlin; he has the greatest tendency to turn around.
11. Don't be too greedy! In general, the longer you stay on the machine, the better you will do.
12. Matthew 22: 36-40.
13. Use the tunnel to help you clean up dots.
14. When it looks as if the Yellow Gremlin is trapping you in the tunnel, he will turn around.
15. Avoid the tunnel when the Green Gremlin is coming out of the den.
16. Watch the Green and Pink Gremlins carefully when using the tunnel.
17. In the early mazes, I have found it better to eat the lower energizers from below and the upper ones from above.
18. During certain situations, point "S" is safe. The gremlins will never find you. Experiment and find out when it is safe.
19. Learn the gremlins' tendencies and their individual personalities.
20. Watch others play, learn from their mistakes or successes. When watching others play, try to view the whole maze, what the gremlins are doing, as well as where the PAC-MAN is going.

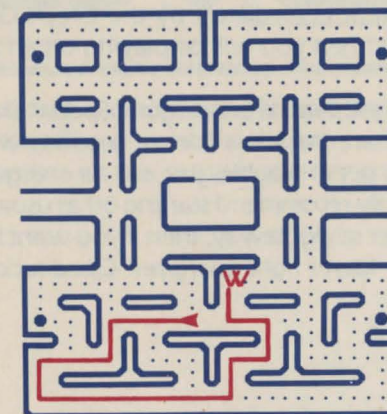
Many of these tips are useful on the home video versions of PAC-MAN, even though their mazes are somewhat different.



This diagram shows some very helpful tidbits of information. For instance, in the upper corners, the PAC-MAN is represented by "X" and the Yellow Gremlin by "Y." In either of these cases, the Yellow Gremlin will run by without going after the PAC-MAN.

The same is true on the lower half of the maze with the Yellow Gremlin ("Y") and the Green Gremlin ("G") in the situation shown. There is one exception. It seems that the Green Gremlin is like a bully; he gets brave when his friends are around, so don't trust him when other gremlins start to get close.

The two T's with "ALL" and arrows under them show that the gremlins cannot go up there when they are dangerous colors.



This brief pattern is useful when you need a break in the middle of the game. Perhaps you feel the urge to have a cheeseburger, french fries and a shake. All you have to do is run this pattern at the beginning of any new maze and the gremlins will never find you. Have fun!

The Legendary Special Chip

Sooner or later it had to happen. . . . Prompted by arcade owners, high scores and books like this, Midway recently introduced the "Special Chip." This new computer chip slightly changes the tendencies of the gremlins so that previous patterns usually don't work. I would like to thank my friend Steve for locating two such machines for me to practice on.

Within a few hours of playing on the new machines, I had "cracked" the Special Chip. The following patterns will enable you to master the Special Chip in almost no time.

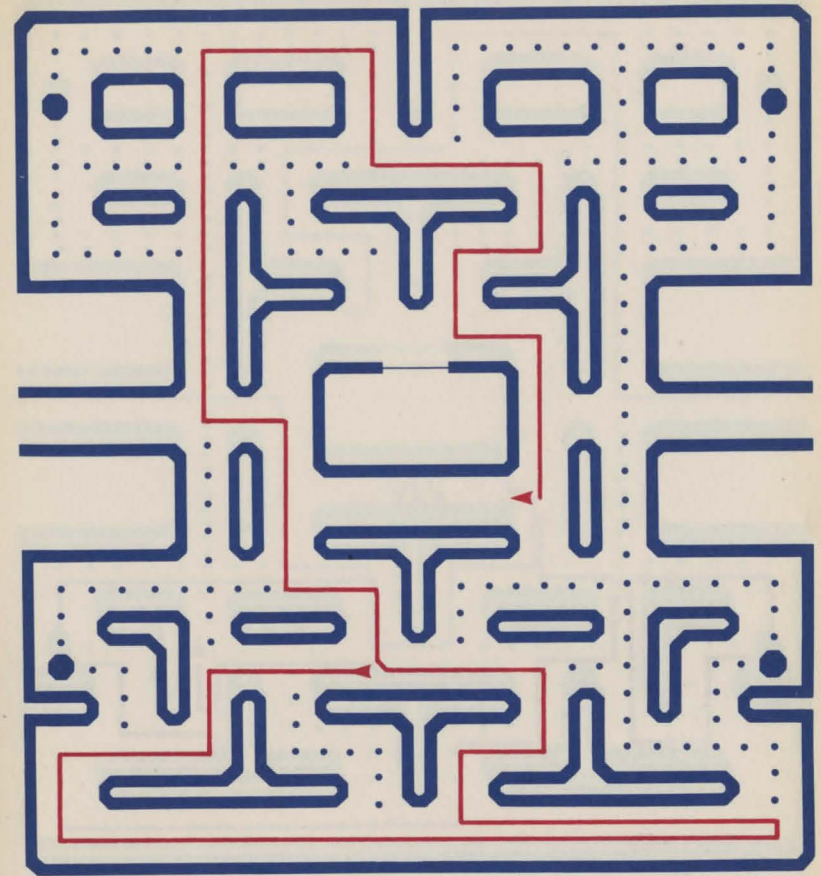
Just as with the original machines, there are two types of Special Chip machines, regular and advanced. The speed and time the gremlins stay blue are the same as before, but they come out of their lair at a slightly different time and their tendencies have changed. For instance, the "safe place" is no longer safe, the Green Gremlin is more aggressive and the Yellow Gremlin is not quite as stupid.

You can discover which type of machine you will be playing by simply watching the demonstration pattern. If the PAC-MAN runs about the maze gobbling up many dots, energizers and gremlins, then finally runs into the Pink Gremlin just as he is coming out of the lair, then you will be playing a regular Special Chip machine. If the PAC-MAN is caught almost immediately by the Green Gremlin before he eats any energizers, then you will be playing on an advanced Special Chip machine.

I will leave the first pattern on a regular Special Chip machine up to you. The gremlins are harmless for six seconds when you eat an energizer so if you get in trouble, just eat an energizer and clean up dots. I would strongly recommend starting off as usual and cleaning up the dots in the lower straightaway, then if you want to play it safe you can always eat the lower right energizer. Good luck!

SPECIAL CHIP SECOND PATTERN

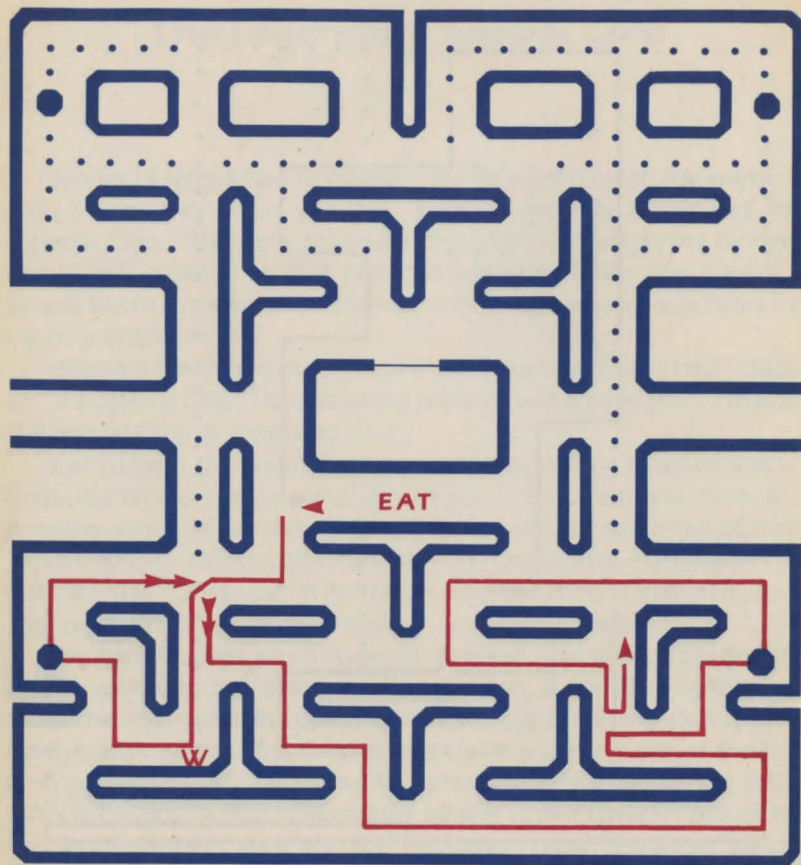
Figure 1



This second pattern is used on the Strawberry and both Orange mazes and on the Cherry and Strawberry mazes on advanced machines. It is similar to the second pattern on the original chip machines.

SPECIAL CHIP SECOND PATTERN

Figure 2

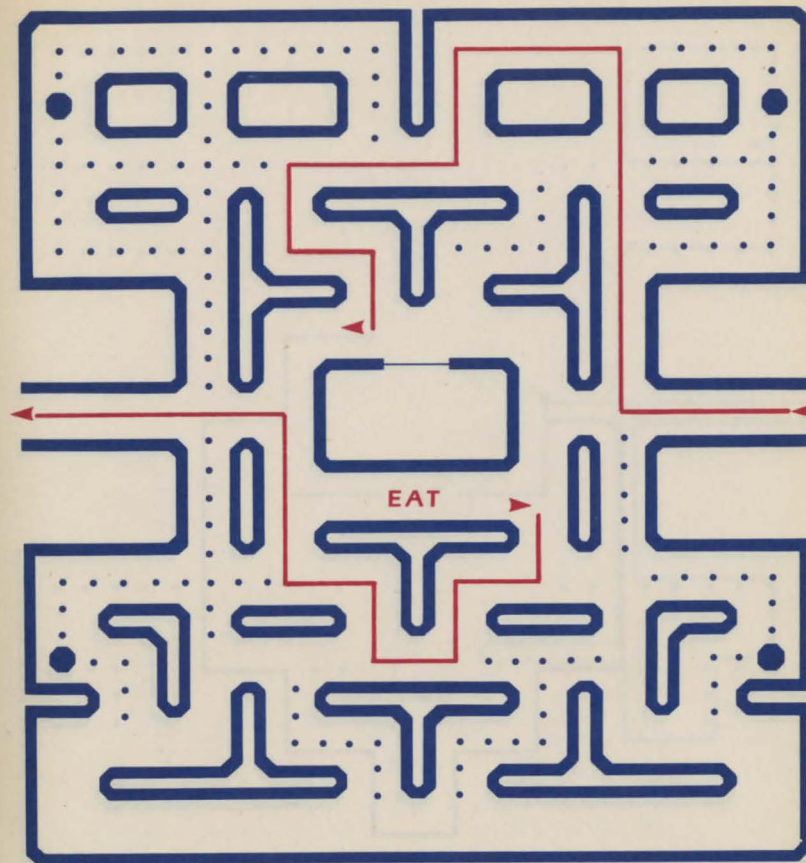


After eating the fruit, proceed to point "W." Wait until the gremlins get very close, then run through the energizer and eat the gremlins from above. With some practice, you should be able to get all four gremlins almost every time.

Pick up the pattern at the double arrow and continue the pattern to the lower right energizer; run through it and eat any nearby gremlins and proceed up the right straightaway. You should clean up as many dots as possible before eating the energizer and the Blue Gremlins. The last energizer and the remaining few dots should be easy to clean up. Just remember that it doesn't pay to be greedy so don't go too far out of your way to chase Blue Gremlins.

SPECIAL CHIP THIRD PATTERN

Figure 2

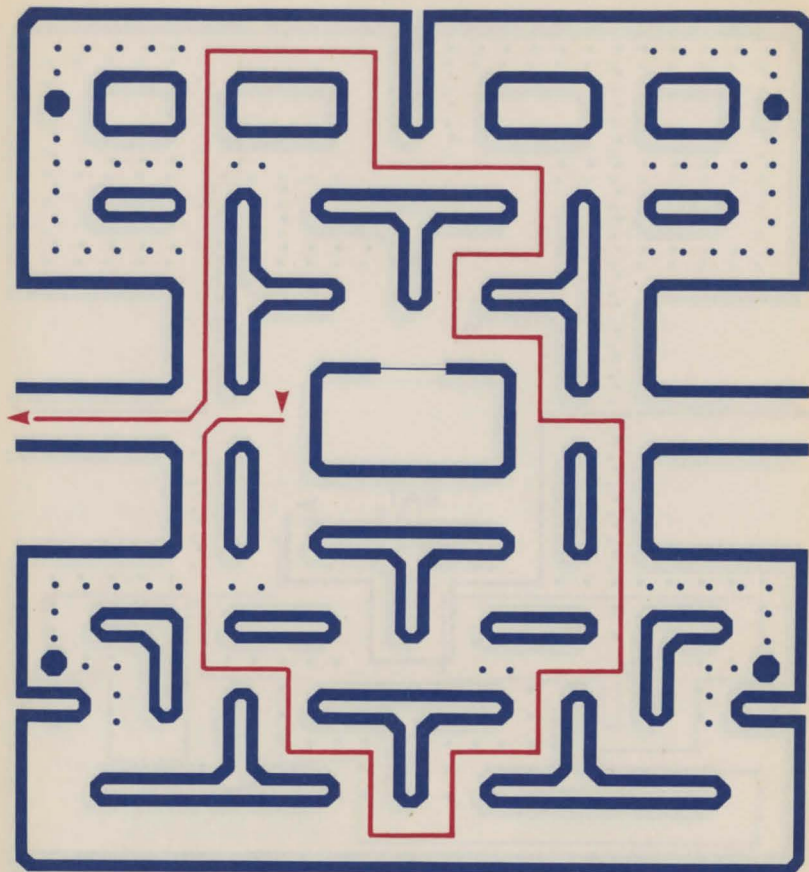


This Special Chip version of the third pattern begins at the Apple maze on regular machines and at Orange on advanced machines. This pattern starts out exactly like the original third pattern, so we will pick up the pattern at Figure 2.

After eating the fruit, proceed around the T and up the left path next to the lair, then make a left out the tunnel as shown. Note: If you ran the original pattern and tried to go up the left straightaway, you would have been caught by the gremlins. As you come in the right side tunnel, you should notice the Red, Pink and Green Gremlins following you. Continue the pattern without pause.

SPECIAL CHIP THIRD PATTERN

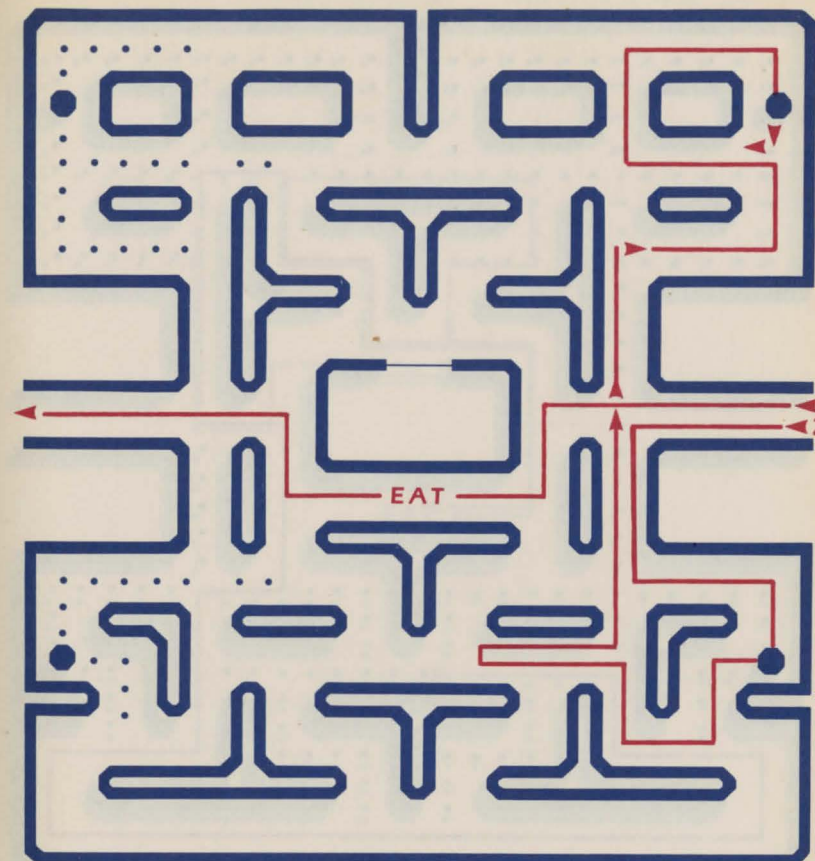
Figure 3



Proceed with the pattern. At times it may look dangerous, but have faith! You will see that the gremlins will go in the wrong direction when it appears that they have you trapped. Continue with the pattern and exit through the left tunnel.

SPECIAL CHIP THIRD PATTERN

Figure 4



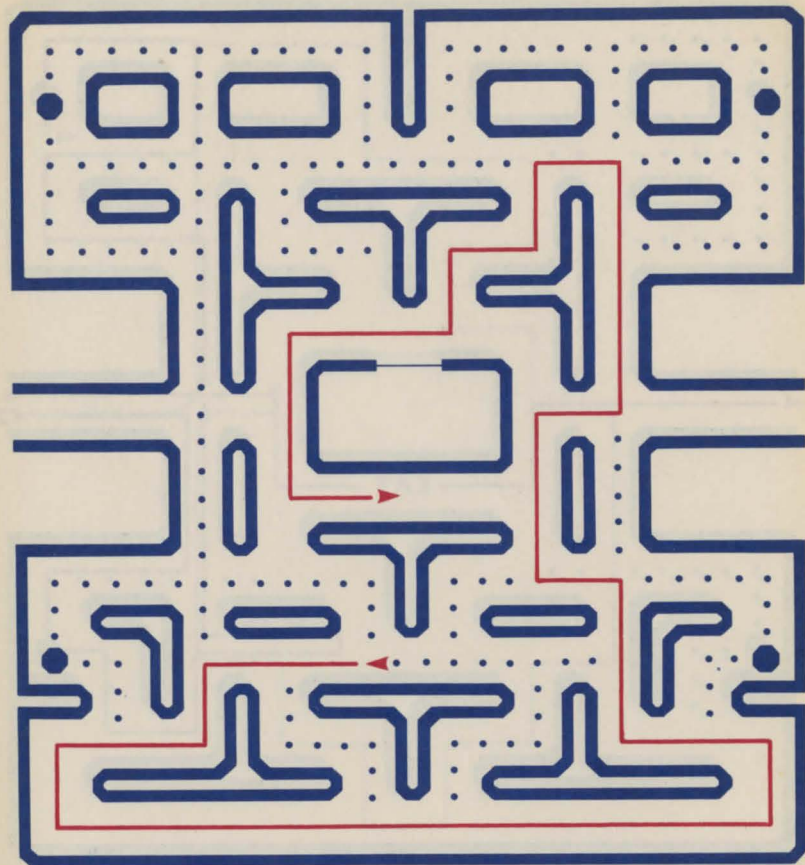
When you enter through the right tunnel, go directly for the fruit and run out the left tunnel. If you have run the pattern correctly you should be a few steps ahead of the Red Gremlin at the point where you eat the fruit. This time when you come in through the right tunnel, go directly for the lower right energizer and eat it without pause and continue the pattern.

The upper right energizer should be approached as shown for all mazes where the gremlins stay edible for two seconds. A slight pause before eating the energizer will allow a talented player to eat all four gremlins. I do not recommend this strategy on the mazes where the gremlins stay edible for less than two seconds.

At 3rd Key (2nd Bell on advanced machines) and up until the 9th Key, I recommend using the tunnel and the previous mentioned clean-up system instead of going directly for the upper right energizer.

SPECIAL CHIP 9TH KEY PATTERN

Figure 1

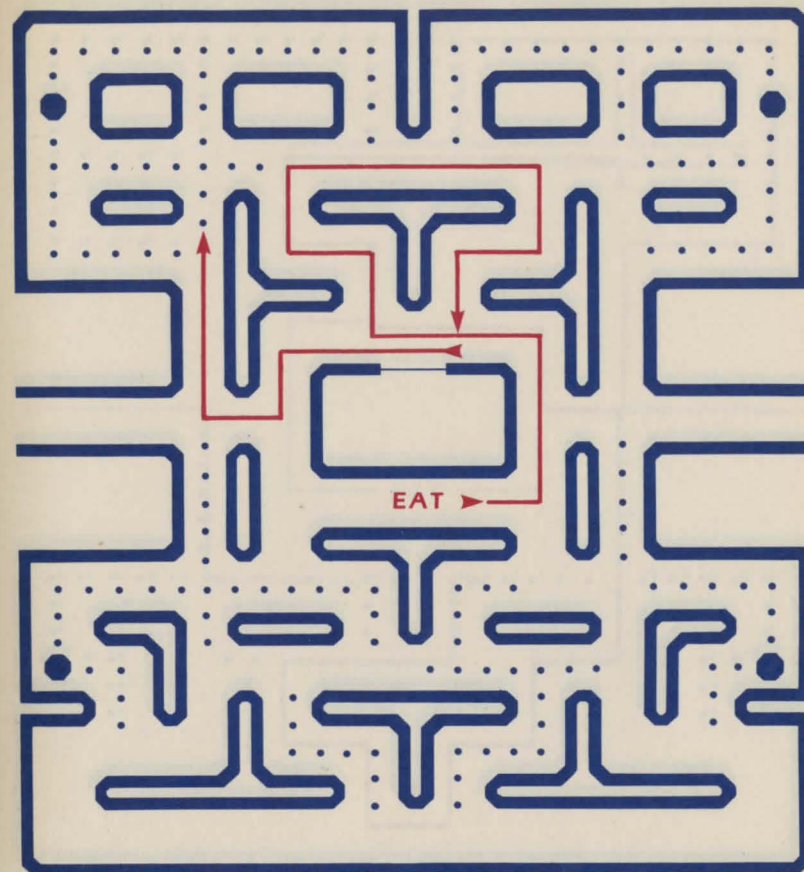


This Special Chip 9th Key pattern requires very little special timing. About all that is required is your ability to run through the maze without hesitation. Of course, it always helps to have nerves of steel.

Simply follow the pattern. Keep in mind that, in this Special Chip pattern, you will be going around the left side of the lair to eat the key.

SPECIAL CHIP 9TH KEY PATTERN

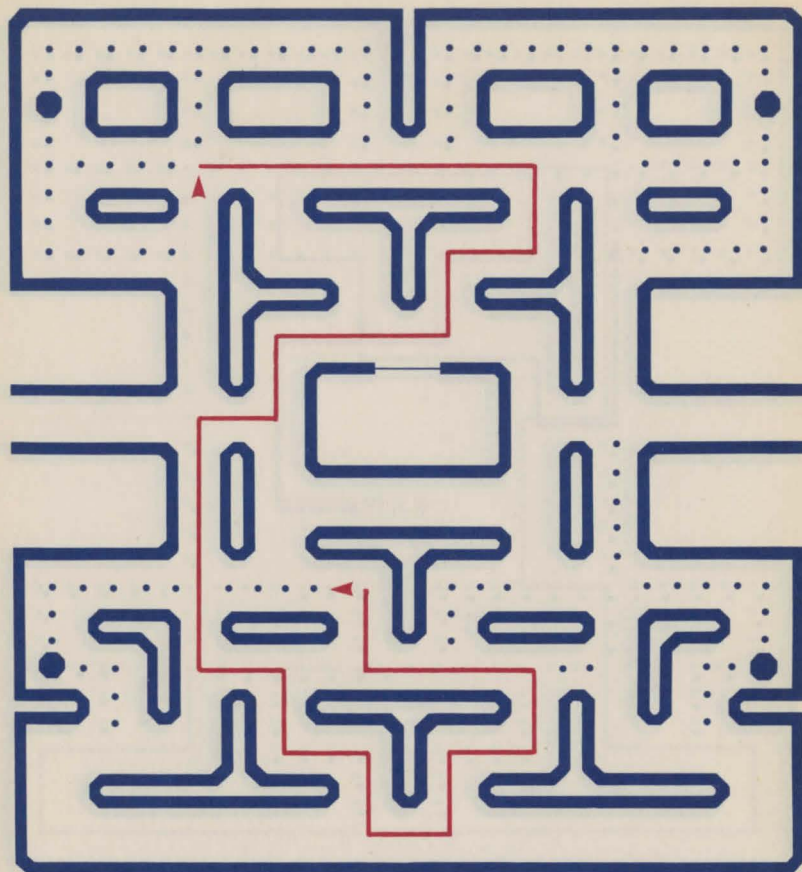
Figure 2



Proceed to eat the key and continue to run the pattern as shown without hesitation.

SPECIAL CHIP 9TH KEY PATTERN

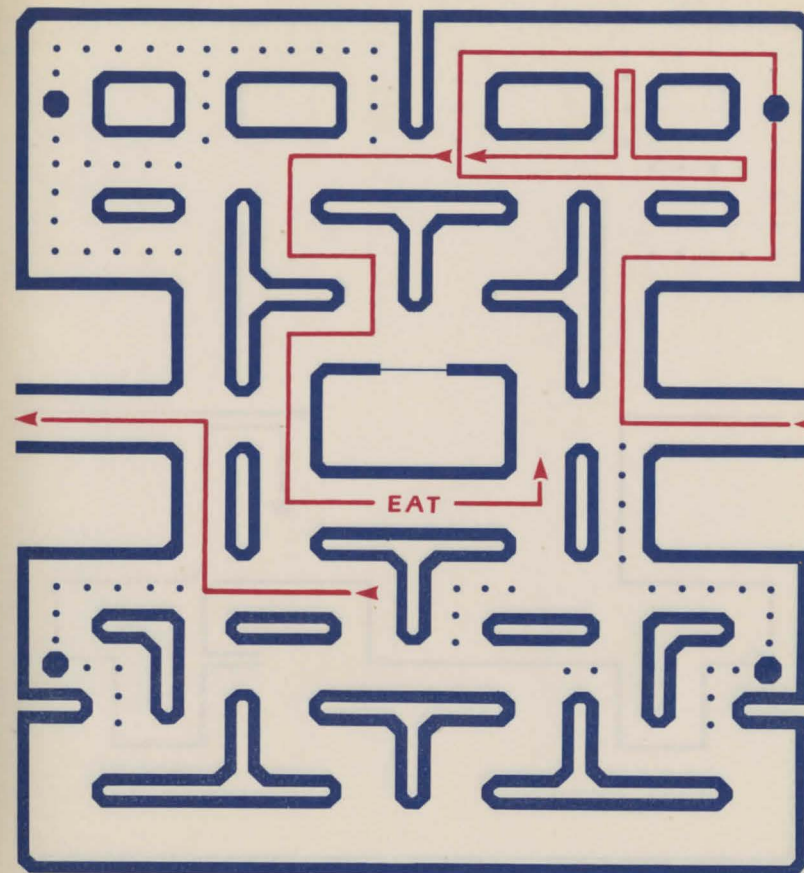
Figure 3



Continue to run the pattern without hesitation.

SPECIAL CHIP 9TH KEY PATTERN

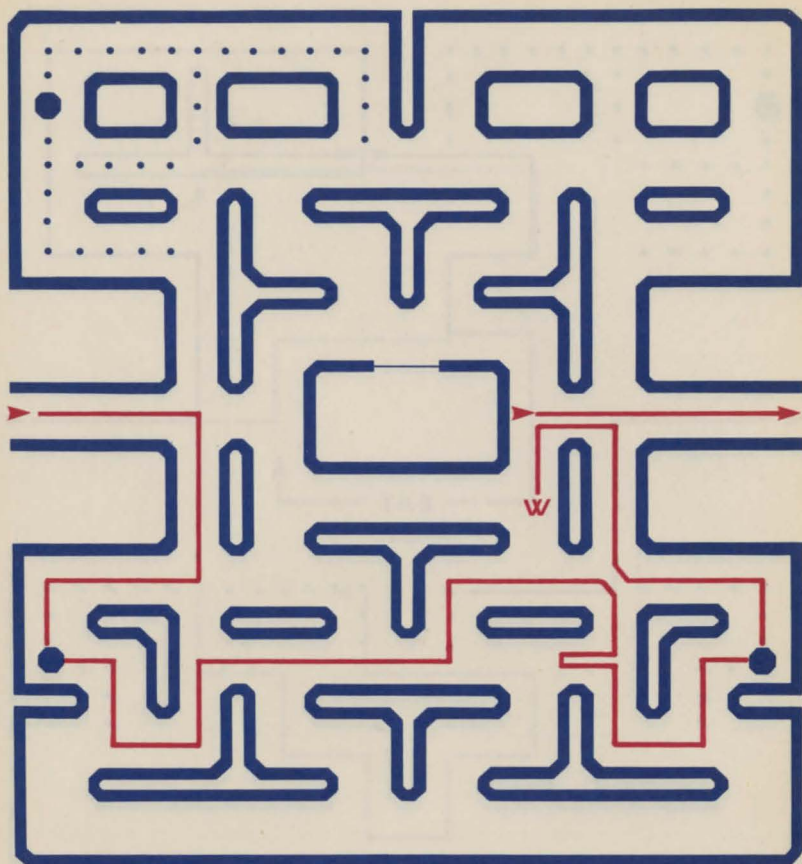
Figure 4



Proceed with the pattern. Go out the left tunnel and come in through the right. Go immediately to the upper right energizer and eat it as shown. Be sure to clean up the dots in the order shown. Continue the pattern and eat the key.

SPECIAL CHIP 9TH KEY PATTERN

Figure 5



After eating the key, you should proceed out the right tunnel. At this point it may be necessary to shake the joystick briefly so the gremlins will follow. Come in from the left tunnel and eat the lower left energizer as shown. Proceed without hesitation until you get to point "W." At this point you should wait for the gremlins to get close enough so you can lead them through the tunnel, then you should go directly to the upper left energizer and eat it so that the gremlins will go back through the tunnel. This will give you enough time to finish off the few remaining dots.

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A FEW SAMPLE TIPS FROM THE BOOK:

"Don't stay in a straightaway with a gremlin right on your tail."

"Eat through energizers and head off gremlins instead of turning around to chase them."

"When you have many dots to clean up don't stay too long in one area—eat a few and go elsewhere."

"When it looks as if the yellow gremlin is trapping you in the tunnel he will turn around."

Plus much, much more.

ABOUT THE AUTHOR:

John D. Mulliken is twenty-three. He is a Master PAC-MAN™ player. Every time he enters a store or arcade to play PAC-MAN™ he exits a legend. He leaves with the reputation as the man to beat. They talk about his score and dream about beating it.